

CLAIMS

1. A video game system comprising a service provider and a video game device connected through a network, wherein

said video game device comprises video game soft program read-out means for reading out a video game soft program from a video game program recording medium, client registration control means for getting access to said service provider through said network and performing client registration of said video game soft program, control means for controlling of progressing a video game in accordance with a video soft program read out by said video game soft program read-out means, getting access to said service provider through said network when the game stage of said video game is cleared, and obtaining privilege information corresponding to the cleared game stage from said service provider, and printing control means for converting the privilege information obtained from said service provider into printing data, and outputting the printing data; and

said service provider comprises data base administration means for administrating privilege data base in which privilege information corresponding to a game stage of a video game and client data base in which client information of said video game is registered, and distribution control means for controlling of accepting access based on said client information from the video game device connected through said network, taking out privilege information corresponding to the cleared game stage by said data base administration means, and distributing said privilege information.

2. The video game system according to claim 1, wherein said service provider

distributes said privilege information by adding thereto a printing control program capable of printing said privilege information thereto by said distribution control means.

3. The video game system according to claim 1, wherein said service provider administrates advertisement data base in which advertisement information is registered by said data base administration means, and distributes said privilege information by adding advertisement information thereto by said distribution control means.

4. The video game system according to claim 1, wherein said service provider distributes said privilege information by adding identification information thereto by said distribution control means.

5. The video game system according to claim 4, further comprising validity determination means for notifying determination of validity of said privilege information on the basis of said identification information through said network on the basis of identification information added to said privilege information when privilege based on said privilege information is exercised.

6. A video game system, comprising:

a video game program recording medium having a video game soft program recorded therein comprising a video game soft program body, privilege information corresponding to a game stage of a video game progressed in accordance with a video game soft program, and a printing control program capable of printing privilege information corresponding to a cleared game stage when the game stage is cleared;

a video game device comprising video game soft program read-out means for reading out said video game soft program from the recording medium, and control means for

progressing a video game in accordance with the video game soft program read out by the video game soft program read-out means, and converting privilege information corresponding to the cleared game stage in accordance with said printing control program into printing data, and outputting the printing data when the game stage of said video game is cleared, and

a printer device for printing said printing data output from said video game device.

7. A video game system comprising a service provider and a video game device connected through a network, wherein

said video game device comprises video game soft program read-out means for reading out the video game soft program from a video game program recording medium having a video game soft program that can be read and executed by a computer including a video game soft program body, and identification information for getting access, when a game stage of a video game progressed in accordance with a video game soft program is cleared, to a service provider to obtain privilege information corresponding to the cleared game stage, and printing the privilege information, control means for controlling of progressing a video game in accordance with a video game soft program read out by the video game soft program read-out means, and getting access to a service provider on the basis of the identification information to obtain privilege information corresponding to the cleared game stage, when the game stage of the video game is cleared, and printing control means for converting the privilege information obtained from the service provider into printing data, and outputting the printing data; and

said service provider comprises data base administration means for administrating

data base including privilege information corresponding to a game stage of a video game, and distribution control means for controlling of accepting access based on said identification information from the video game device connected through a network and taking out privilege information corresponding to the cleared game stage by said data base administration means to distribute said privilege information.

8. A service provider system, comprising:

data base administration means for administrating privilege data base in which privilege information corresponding to a game stage of a video game is registered and client data base in which client information of the video game is registered; and

distribution control means for controlling of accepting access based on said client information from a video game device connected through said network and taking out privilege information corresponding to the cleared game stage by said data base administration means to distribute said privilege information.

9. The service provider system according to claim 8, wherein said distribution control means distributes said privilege information by adding thereto a printing control program capable of printing said privilege information.

10. The service provider system according to claim 8, wherein advertisement data base in which advertisement information is registered is administrated by said data base administration means, and said privilege information is distributed with advertisement information added thereto by said distribution control means.

11. The service provider system according to claim 8, wherein said privilege information is distributed with identification information added thereto by said

distribution control means.

12. The service provider system according to claim 11, further comprising validity determination means for notifying determination of validity of said privilege information on the basis of said identification information through said network on the basis of identification information added to said privilege information when privilege based on said privilege information is exercised.

13. A service provider system, comprising:

data base administration means for administrating data base including privilege information corresponding to a game stage of a video game; and

distribution control means for controlling of accepting access based on identification information from a video game device connected through a network, taking out privilege information corresponding to a cleared game stage in said video game device by said data base administration means, and distributing said privilege information.

14. The service provider system according to claim 13, wherein said distribution control means controls distributing process of a printing control program capable of printing said privilege information along with said privilege information.

15. A video game device, comprising:

video game soft program read-out means for reading out the video game soft program from a recording medium having a video game soft program recorded therein comprising a video game program body, privilege information corresponding to a game stage of a video game progressed in accordance with a video game soft program, and a printing control program capable of printing privilege information corresponding to the

cleared game stage when the game stage is cleared; and

control means for progressing a video game in accordance with a video game soft program read out by said video game soft program read-out means and converting privilege information corresponding to the cleared game stage in accordance with said printing control program into printing data, and outputting the printing data when the game stage of said video game is cleared.

16. A video game device, comprising:

video game soft program read-out means for getting access, when a game stage of a video game progressed in accordance with a video game soft program is cleared, to a service provider, and reading out said video game soft program from a video game program recording medium having a video game soft program that can be read and executed by a computer including a video game soft program body and identification information to obtain privilege information corresponding to a cleared game stage, and printing the privilege information;

control means for controlling of progressing a video game in accordance with the video game soft program read out by said video game soft program read-out means, and getting access to a service provider on the basis of said identification information, when the game stage of said video game is cleared, to obtain privilege information corresponding to the cleared game stage from said service provider; and

printing control means for converting the privilege information obtained from said service provider into printing data, and outputting the printing data.

17. The video game device according to claim 16, wherein said control means controls

reading out individual identification information every game stage cleared from a video game program recording medium, and obtaining privilege information from said service provider.

18. The video game device according to claim 16, wherein said control means controls producing individual new identification information every game stage cleared on the basis of identification information read out from a video game program recording medium, using the produced identification information to get access to a service provider, and obtaining privilege information corresponding to the cleared game stage from said service provider.

19. A control method for a video game device comprising:

reading out a video game soft program from a video game program recording medium having a video game soft program recorded comprising a video game soft program, privilege information corresponding to a game stage of a video game progressed in accordance with a video game program, and a printing control program capable of printing privilege information corresponding to a cleared game stage when the game stage is cleared;

progressing a video game in accordance with the video game soft program; and

converting privilege information corresponding to a cleared game stage in accordance with the printing control program, and printing the converted privilege information, when the game stage of the video game is cleared.

20. A printing control method in a video game system comprising a service provider and a video game device connected through a network, comprising the steps of:

reading out a video game soft program from a video game program recording medium having a video game soft program that can be read and executed by a computer including a video soft program body and identification information for obtaining privilege information corresponding to a cleared game stage, and printing the privilege information by getting access to a service provider when a game stage of a video game progressed in accordance with a video game soft program is cleared;

progressing a video game in accordance with said video game soft program;

getting access to a service provider on the basis of the identification information to obtain privilege information corresponding to a cleared game stage from the service provider, when the game stage of the video game is cleared; and

converting the privilege information obtained from the service provider into printing data, and printing the printing data.

21. The printing control method in a video game system according to claim 20, wherein a printing control program capable of printing said privilege information is read out from the recording medium, and privilege information obtained from said service provider is converted into printing data in accordance with said printing control program, and printed.

22. The printing control method in a video game system according to claim 20, wherein a printing control program capable of printing said privilege information is obtained from said service provider, and privilege information obtained from said service provider is converted into printing data in accordance with said printing control program, and printed.

23. A video game program recording medium recording a video game soft program that

can be read and executed by a computer comprising:

a video game soft program body;

privilege information corresponding to a game stage of a video game progressed in accordance with a video game soft program; and

a printing control program for reading out and capable of printing privilege information corresponding to a cleared game stage when the game stage is cleared.

24. the recording medium according to claim 23, wherein said printing control program includes a printer driver.

25. A video game program recording medium recording a video game soft program that can be read and executed by a computer including:

a video game soft program body; and

identification information for obtaining and printing privilege information corresponding to a cleared game stage by getting access to a service provider when a game stage of a video game progressed in accordance with a video game soft program is cleared.

26. the recording medium according to claim 25, wherein the video game soft program includes individual identification information every game stage.

27. the recording medium according to claim 25, wherein the video game soft program includes a printing control program capable of printing said privilege information.